

THAT WHICH IS CLAIMED IS:

Sub 11
1. The method of activating a gaming machine by an individual player for subsequent play, which comprises:

displaying to said gaming machine, without physical contact with said gaming machine, a card carried by the player, said card comprising suitable electronics and an antenna, causing the wireless transfer of individualized data concerning the player from the card to the gaming machine or to a computer network that is associated with said gaming machine; evaluating said data against a stored database, and activating said gaming machine for said subsequent play upon favorable evaluation of said data.

2. The method of claim 1 in which the player also physically actuates the gaming machine as a separate, added step to activate the machine.

3. The method of claim 1 in which the player moves the card in closely spaced relation to a sensor on said gaming machine to display said card to the gaming machine.

4. The method of claim 1 in which the player also provides a separate, personal identification to the gaming machine in the form of letters or numbers as a necessary prerequisite to said machine activation.

5. The method of claim 1 in which apparatus for biometric scanning provides a biometric scan of said player as a necessary prerequisite to said machine activation.

6. The method of claim 1 in which, after evaluation of said data, the gaming machine is activated in a specific mode selected from a plurality of possible modes of activation, the specific mode selected being a function of the individualized data.

7. The method of claim 6 in which the specific mode selected comprises a particular game or choice of games to be played.

8. The method of claim 6 in which the specific mode selected comprises a special offer of a benefit or activity for the player.

Sub 12
9. The method of activating a gaming machine by an individual player for subsequent play, which comprises:

displaying to said gaming machine, without physical contact with said gaming machine, a card carried by the player, said card carrying indicia which may be sensed by apparatus associated with the gaming machine, causing the wireless transfer of individualized data concerning the player from the card to the gaming machine or to a computer network that is associated with said gaming machine;

evaluating said data against a stored database;

and activating said gaming machine for subsequent play upon favorable evaluation of said data.

10. The method of claim 9 in which said indicia on the card are optical indicia.

11. The method of claim 9 in which the indicia on said card are indicia comprising members for magnetic sensing by apparatus associated with the gaming machine.

12. The method of claim 9 in which the player also physically activates the gaming machine as a separate, added step needed to activate the machine.

13. The method of claim 9 in which the player moves the card in closely spaced relation to said apparatus on the gaming machine to display said card to the gaming machine.

14. The method of claim 9 in which said player also provides a separate, personal identification to the gaming machine in the form of letters or numbers as a necessary prerequisite to said machine activation.

15. The method of claim 14 in which apparatus for biometric scanning provides a biometric scan as said separate, personal identification.

16. The method of claim 9 in which, after evaluation of said data, the gaming machine is activated in a specific mode selected from a plurality of possible modes of activation, the specific mode selected being a function of the individualized data.

17. The method of claim 16 in which the specific mode selected comprises a particular game or choice of games to be played.

18. The method of claim 16 in which the specific mode selected comprises a special offer of a benefit or activity for the player.

19. The method of claim 9 in which said individualized data are transferred by a radio or microwave frequency signal from the card to the gaming machine or said computer network.

20. The method of claim 9 in which said indicia are electronic indicia stored in a memory of a microprocessor carried in the card.

21. The method of claim 9 in which the card is carried by the player in the form of an article of personal adornment or clothing.

22. The method of claim 21 in which the card is carried by the player in the form of a wristwatch.

23. The method of claim 21 in which the player also physically activates the gaming machine as a separate, added step to activate the machine.

24. The method of claim 23 in which the player also provides a separate, personal identification to the gaming machine in the form of letters or numbers as a necessary prerequisite to said machine activation.

25. The method of claim 24 in which, after evaluation of said data, the gaming machine is activated in a specific mode selected from a plurality of possible modes of activation, the specific mode selected being a function of the individualized data.

26. The method of claim 9 in which said card carries a microprocessor, said microprocessor providing a plurality of separate accounts to the user.

27. An article of personal adornment or clothing which further carries suitable electronics and an antenna to permit the wireless transfer of individualized data concerning the wearer from the electronics to a gaming machine or to a computer network that is associated with a gaming machine.

28. The article of claim 26 which is in the form of a wristwatch.